

KANSALLISMUSEO
NATIONALMUSEUM

Improving the Accessibility of Olavinlinna Castle

JOUNI MARJAMÄKI & ANNE PAULASUO, THE NATIONAL MUSEUM OF FINLAND, **11.5.2017**



EU-funded project: Accessible Exhibition and Children's Workshop in the Olavinlinna Castle 2014

South Savo SAIMAA REGION

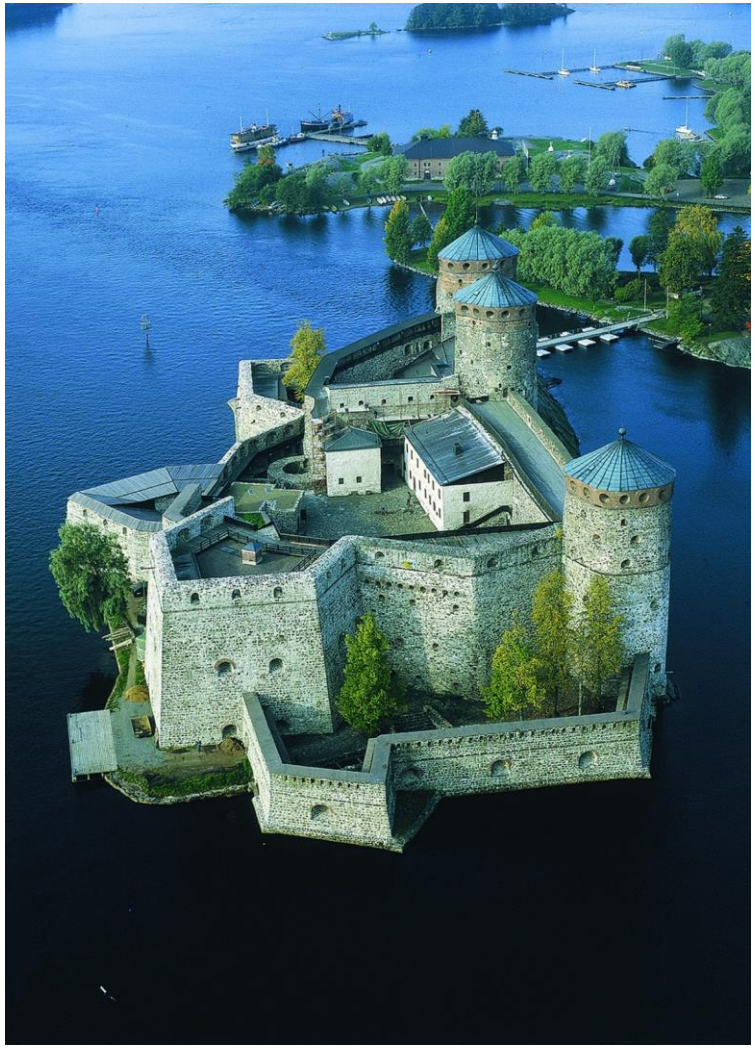
Leverage from the EU 2007–2013

European Union
European Regional Development Fund
European Social Fund

KANSALLISMUSEO
NATIONALMUSEUM

KANSALLISMUSEO
NATIONALMUSEUM

Project's aims were

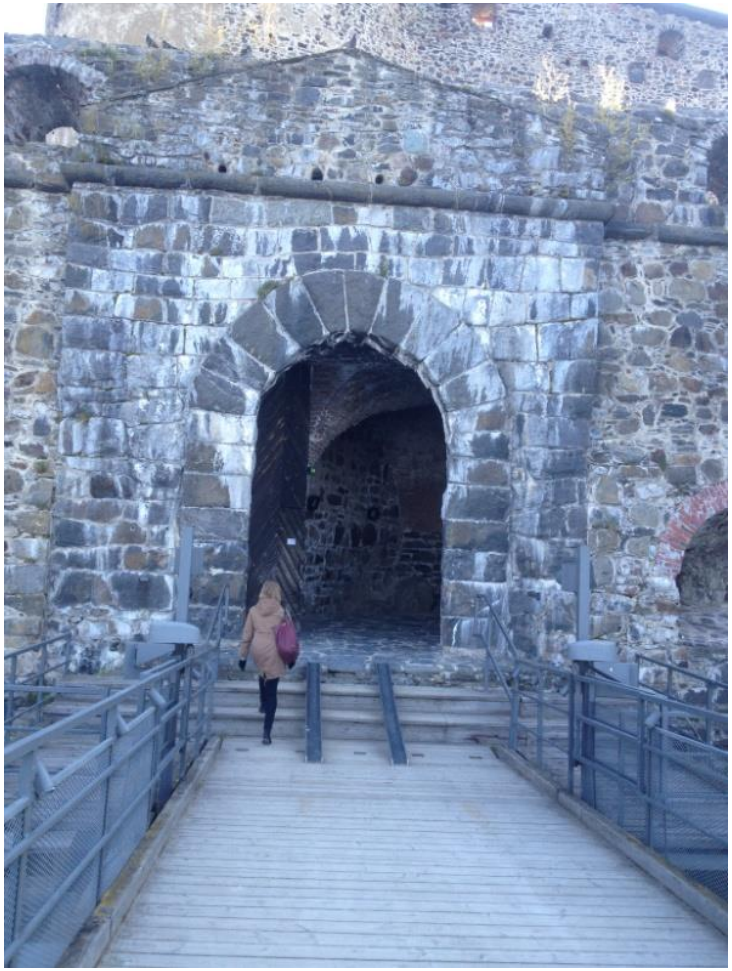


1) How to make the Castle more Accessible physically?

2) How to make a permanent Exhibition that is Accessible physically and mentally?

3) How to create Accessible Children's workshop?

Physical Accessibility - ramps



Before

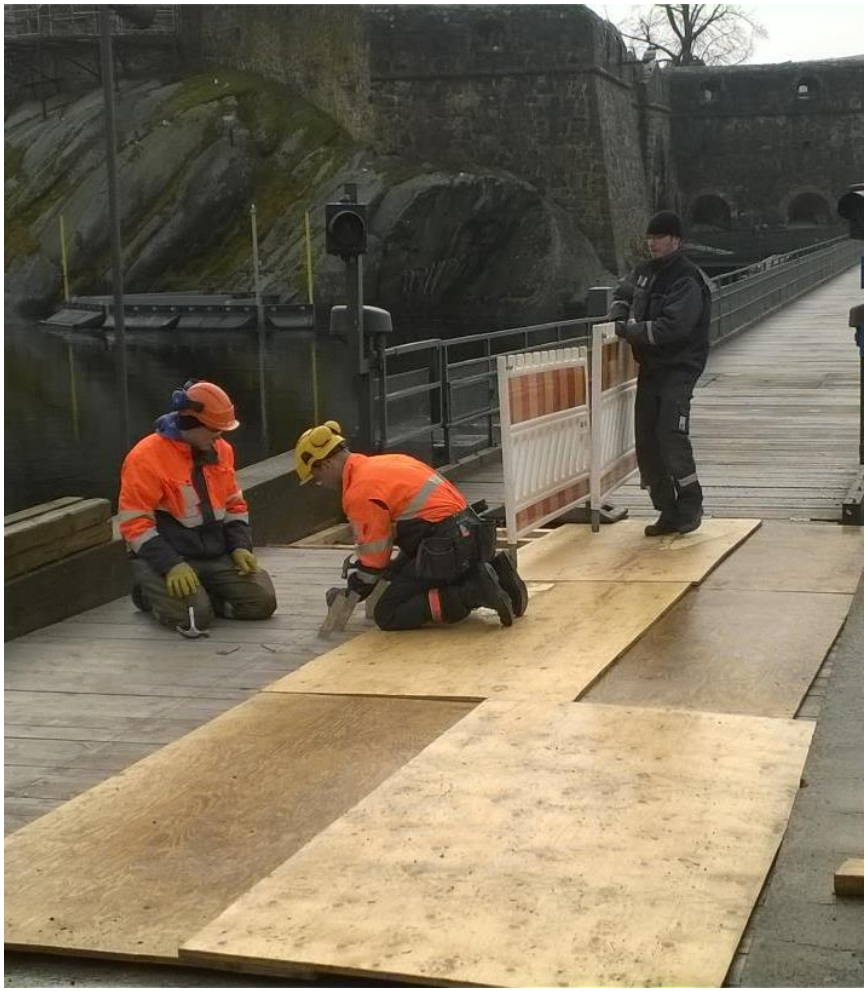


After

Physical Accessibility - ramps

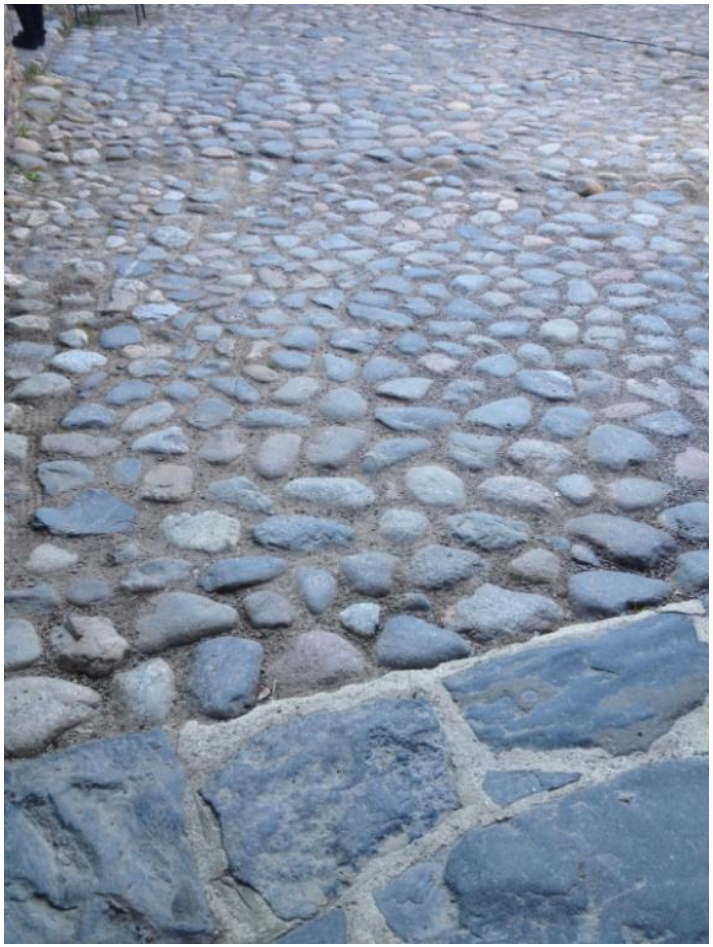


Before



After

Physical Accessibility - walkways



Before



After

Physical Accessibility - ramps



Before



Modelling the ramp

Historical Exhibition



+ Changed the whole athmosphere of the entrance
+ Made place alive
+ All the historical info in one place
+ Compact timeline
+ More information on multimedia for those that want to read

- 4 different languages – alot of text
- Some technical problems occasionally

Introductory Film, about 11 min.



+ Gives people idea of what there used to be in now empty castle

+ Includes shots of the rooms and spaces in places were people on wheelchair etc can’t go

+ Only music

- Only music, not available in different languages

- Not available for sight impaired

Tangible objects – knight's armour



+ All the visitors notice the knight and most of them touch it and take photos with it

- Touching will eventually turn the armour rusty

- People are quite rough on the knight

Tangible objects – Saint Olaf







+ Gives people idea of how medieval statues were painted originally

- Material, nylon
- Not sure if people understand to touch it

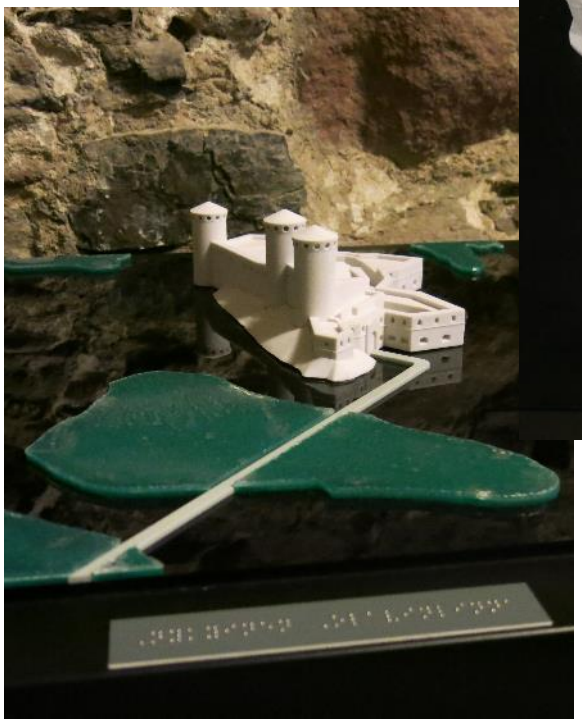
Tangible objects - medal



+ Visitors can feel the weight and material

- Details are blurred in both copies
- Bigger model doesn’t show the details good enough
- One has been stolen

Tangible objects – 3 D printed models



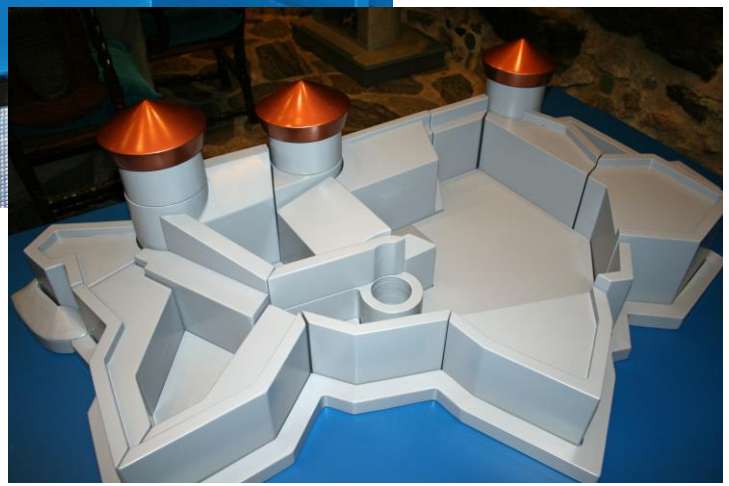


+ Gives all the visitors idea of how castle looked before
+ Ordinary people as well sight impaired people can touch the models
+ 3D models cheap to print
+ Durable
+ Sandstone material

- White color (preliminary plans were to paint them)

Workshop – Self Assembled Castle





+ Gives children idea of the whole structure of the Castle

- Made out of wood -> quite heavy
- Wears out rapidly

Workshop – Tower dollhouse



+ Children tend to like it and play with it
+ Lots of small details to admire
+ Useful also for sight impaired
+ Model is the real tower of the Castle

Workshop – Outfits that visitors can try on



+ Tangible
+ Visitors can feel and touch
+ Popular among adults!
+ Visitors are in good mood
+ People spend lots of time in the workshop

- Not enought children’s outfits
- Clothing wears out rapidly, lots of fixing
- Armours are heavy , some one has to help visitors
- Weapons are dangerous

Workshop – Commendant's table



+ Tangible
+ Visitors can feel and touch
+ All replicas are readymade, no expensive objects

- Needs lots of guidance
- Replicas break
- Chairs break down

Workshop – Historical map puzzles



+ Visitors love puzzles made out of historical maps and would love to buy them too

- Not sure if children start to assemble them without assistance
- Need assistance alot
- Not for sight impaired

Workshop – Upright weaving loom

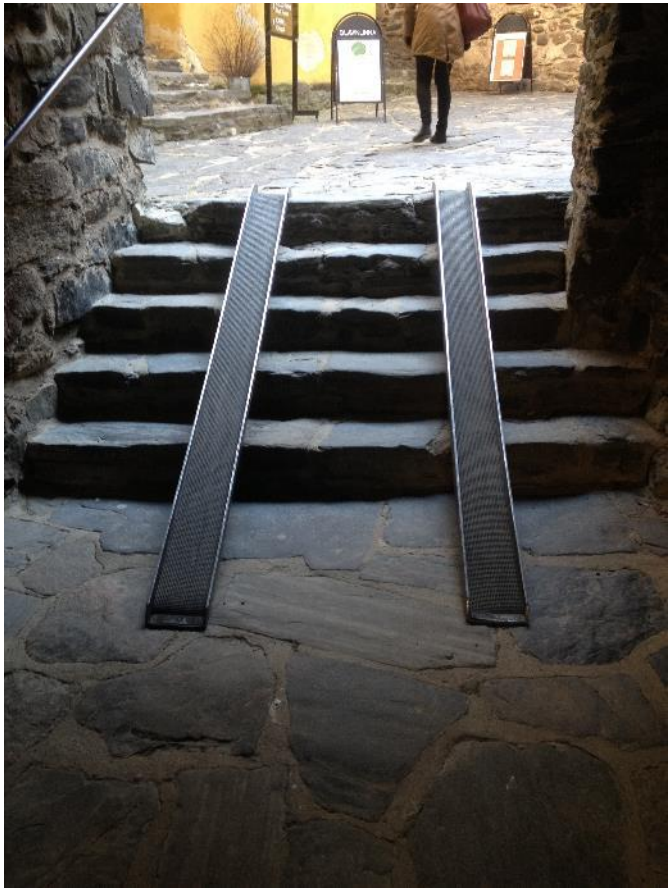


+ Tangible
+ Unknown for most of the people

- Needs lot of guidance

Evalution

- Johanna Kaustinen, student of XAMK, South Eastern Finland University of Applied Sciences, tourism studies, made visitor observation for 3 days.
- Otherwise so far no exact statistics, don’t know if it has affected the visitor amounts
- The Feed-Back from the clients is mostly given face to face to guides



Keeper
Jouni Marjamäki
Tel. +358 295 33 6344
jouni.marjamaki@kansallismuseo.fi

Event Producer
Anne Paulasuo
Tel. +358 295 33 6345
anne.paulasuo@kansallismuseo.fi